



S I E R R A

TM designates a trademark of, or licensed to, Sierra On-Line, Inc.
® is a registered trademark of, or licensed to, Sierra On-Line, Inc.
© 1994 Sierra On-Line, Inc. All Rights Reserved. Printed in the U.S.A.
Sierra On-Line, Inc. Bellevue, WA 98103
003191000



My Scrapbook

*Leisure Suit Larry's
Greatest Hits and Misses!*



From the desk of Larry Laffer

TABLE OF CONTENTS

Humorous Themes and Development in Late	
20th Century Literature	1
Introduction from Al Lowe	2
A Word About the Contents	3
Interfaces and Icons	4
Installation	5
Leisure Suit Larry: In the Land of the Lounge Lizards(EGA)	7
Leisure Suit Larry: In the Land of the Lounge Lizards(VGA)	11
Leisure Suit Larry Goes Looking for Love (In Several Wrong Places)	21
Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals	27
Leisure Suit Larry 4	39
Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work	41
Leisure Suit Larry 6: Shape or Slip Out!	51
The Laffer Utilities	55
Miscellaneous Larry	61
Credits	65
Technical Support & Customer Service	66

Humorous Themes and Development in Late 20th-Century Digital Literature

(Just ignore the title: I'm gonna try to write this off as a work-in-progress on my Doctoral Dissertation.)

By Al Lowe

Hair has always been one of Larry's downfalls (pun intended!). Follow the numerous references throughout all the games to hair loss, wigs, barbers and baldness. Carefully study my photo on the back of the box. Draw your own conclusions.

Weight loss is another sore point with Larry. Like many of us, he's perpetually fighting his own "battle of the bulge." Again, check my photo. (Where do I get these ideas?)

Note the multiple clever references throughout every game to the ubiquitous Ken (AKA Kenny, Chief Kenneewauwau, etc.) Many reviewers and critics think these are thinly veiled references to Sierra founder and CEO Ken Williams. Preposterous. Others accuse me of "sucking up to the boss." Ridiculous. Some say I have no imagination for names. Possibly. I like to think of it as "one less person that could sue me for using his name!"

Women's names have been another fun point. Since Larry deals with so many women, it quickly became obvious I needed help coming up with fresh, funny names. Larry 1 was produced around the time of the Oliver North hearings, so "Fawn" seemed a natural name for a character. Larry 3 had lots of women so I made their names all end in "I," Bambi, Susi, etc. By Larry 6, I was so desperate I sank to disguising the names of wines: Charlotte Donay, Cavarrichi Vuarner, etc. Fortunately, no one ever noticed.

Another example of evolution is "The Leisure Suit Larry Theme Song." It's especially been fun to hear my little ditty change over the years as each new composer gives it his own treatment. By the way, it is still awaiting lyrics. Submissions will be accepted gladly, but not acknowledged!

Somewhere I read you should never see a movie with a Roman numeral in the title. That's why I've been careful to ensure all the Larry Sequels use Arabic numerals.

Dear Leisure Suit Larry Fan Club Initiate:

Thank you so much for purchasing "The Absolutely Totally Complete & Thorough Compilation of the Life & Times of Leisure Suit Larry Laffer" (or, as we like to call it internally, "Refried Larry"). You'll be proud to learn your purchase qualifies you for a free "International Gold Level" membership in The Official Leisure Suit Larry Fan Club, bringing with it all the rights, privileges, duties, and responsibilities thereinto untoward henceforth.

The good news? No more waiting for us to bill you! From now on, each month you'll just send your \$10.00 membership dues to the Fan Club's post office box, and you'll receive one of Leisure Suit Larry's "Special Surprises." (Unmarked bills only, please; no stamps.) We guarantee you'll be surprised, all right!

New OLSLFC members often ask me, "Al, um, how did you, ah, come up with, like, the idea of a, you know, whatayacallit, guy like, ah, Larry Laffer?" To which I always reply, "That's Mr. Lowe to you!"

In truth, the actual story is even more fascinating. Leisure Suit Larry was discovered, lurking inside my brain, fully-formed, waiting, nay struggling to get out, back in the Winter of '87. It only took six months in the delivery room, sitting before a state-of-the-art XT turbo (and some sterile gauze), to loose him upon an unsuspecting planet. (I like to say it was a drug-free, natural birth, but that's only half true.)

You're probably wondering why it took so long to assemble this collection. It's simple: over the years I've been asked to do many Larry collectors' editions, Larry software compilations, Larry souvenir coffee mugs, a line of Larry beach wear, even Larry velvet paintings. But it all seemed so exploitative... That is, until Sierra's founder and CEO, Ken Williams, gave me the chance to produce a collection in the only way I would want it done: "We'll give you a piece of the action," Ken said. The rest is history in your hands.

I truly hope you'll enjoy tracing the development of the modern American kinda-hero, Larry Laffer. Revel in the joy of knowing you have every possible bit of Leisure Suit Larry. Now get out of the house! It's a nice day outside.

Sincerely,
Al Lowe



A Word About the Contents

There are numerous fabulous perks to owning *Leisure Suit Larry's Greatest Hits and Misses!* If you purchase the collection at full retail, you will notice that your hair gradually stops falling out, your teeth become whiter, and sexy women begin finding your widening paunch an attractive feature. If you and all your friends purchase two copies each, the result will be a stable economy and peace in the Middle East. Oh, yeah, and all the babes that can safely crawl over you at one time.

Not only that, but by purchasing *Leisure Suit Larry's Greatest Hits and Misses!* you get some fabulous games, from classic to state-of-the-art. *Sofisticat*, the text adventure that begat Larry and thrust Sierra On-Line into national prominence, is included. You'll find Larrys 1, 2, 3, 5 and 6. (What's that? Where's Larry 4? That's a whole other story. Write to Al Lowe, care of Sierra's corporate offices, and ask him about it sometime. No, wait. On second thought, DON'T!) You also get a couple of fascinating

Windows video clips about Al. Speaking of Windows, *Laffer Utilities* for Windows and a Leisure Suit Larry pinball game for Windows are included. *Larry's Casino Games* are on here too. Even a video and interactive demo of the hilarious comedy-western from Al, *Freddy Pharkas, Frontier Pharmacist*, is included. In fact, everything Al could force on this CD with only determination, elbow grease, and a plunger, is here.

Another Word About the Contents

Inside this incredible book you will find copies of the original documentation that were actually sold with the first release of these hilarious games. These important pages are full of information and copy protection that are critical to you playing each game. So reference each section VERY CAREFULLY, and DO NOT LOSE, tear, staple or mutilate (Okay, you can mutilate if you want to, please just do it behind closed doors.)



The Evolution of Lizardum Loungeus

Times change, technologies change. Back in 1987, when Larry burst upon an unsuspecting and still reeling America, he was a megastud with his dazzling EGA smile and his four pixel leisure suit. As you play the EGA version today, you might find the graphics as dated as the word "groovy," but you should consider the games within context. This collection is an important historical retrospective, at least in Larry's mind! As you travel back through time and technologies, please reflect on the fact that, although every single thing in the world changes, the exception to this rule is that Larry Laffer strikes out in 16-color, chunky graphics just as he does in gorgeous, state-of-the-art, 256-color aromavision.

The point is Sierra's software technology was and is a product of the times. When you play the EGA version of *Leisure Suit Larry in the Land of the Lounge Lizards*, you might say to yourself: "No music. Bummer." But keep in mind that sound cards weren't even invented when Larry pestered his first virtual woman, so it would've been impossible to hear his offensive come-on. The Collection's older games seem dated because Sierra's commitment to bringing you the latest in computer advancements means the cutting edge of technology keeps moving forward.

Parser vs. Point-and-Click Interfaces

The Parser Interface: Leisure Suit Larry 1, 2, and 3

The Larry series began as did so many other enduring computer classics: with a parser interface. When working with the parser, the player types instructions at the cursor on the screen. If, for example, you'd like Larry to drink poison, you simply type DRINK POISON. If the parser recognizes the words, Larry will comply by drinking the poison. If the parser does not recognize the words, Larry won't comply. In that case you might try different words like DRINK BEVERAGE, CONSUME LIQUID, or even DIE, LARRY, DIE!

The result of Larry's actions may be good or bad. If you type GROPE FRONTAL LOBES and Larry does it, the gropec might enjoy it and want to get better acquainted. But the gropec could also give him a shot to the sternum that kills him deader than disco. In adventure games, you live and die by your decisions.

That's why we have save and restore features. So SAVE OFTEN, and you will avoid potential dead-ends.

Note that the ultimate parser game, *Sofsporn*, is included in this collection. *Sofsporn* is a text adventure, the precursor to the 3-D adventure game, and responds only to two word sentence structures. Use very simple sentence structure when speaking to this interface: "verb noun" works quite nicely.

Leisure Suit Larry 1, 2, and 3 are parser games. The Larry 1-VGA remake, Larry 5, and Larry 6 utilize the point-and-click interface. Be sure to utilize every entry on the pull-down menus. Al always tries to hide something funny in there.

Icons and Cursors: Larry 1 Remake, 5, and 6

At the top of the screen is an icon bar containing several icons that can be selected to execute the command choices available to you.

To open the icon bar, move the mouse cursor all the way to the top of your screen.

Note: There may be slight variations in the appearance of icons from game to game. If you are unsure of an icon's purpose, click the HELP symbol (the question mark located at the right end of the icon bar), then click on the icons in question. In Larry 6, pull down HELP and choose "Interface." Then just pass the cursor over the screen.

Keyboards, Mice and Joysticks

Using a Keyboard

- To position the on-screen cursor or move your game character using a keyboard, press a direction key or the numeric keypad.
- To stop your character, press the same direction key again, or press 5 (the key in the middle).
- To execute a command, type it and press [Enter].
- Access the menu bar by pressing [Esc]. Use the arrow keys to

move through the different menu selections, then press [Enter] to choose one.

Using a Mouse

- To activate the icon bar, move the cursor to the top of the screen.
- To position the on-screen cursor, move the mouse to the desired position.
- To move your character, position the WALK icon at the

desired screen location and click the mouse button.

- To execute a command, click the left mouse button.
- Try the right and center buttons too. They help you change cursors.

Using a Joystick

- To position the on-screen cursor using a joystick, move the stick in the desired direction.
- To execute a command, press the FIRE button.

Windows™ Installation:

1. Insert the *Leisure Suit Larry's® Greatest Hits and Misses!* CD into your computer's CD-ROM drive.
2. Start Windows.
3. In Program Manager, pull down the [File] menu and select [Run].
4. At the command bar, type the letter of your CD-ROM drive, followed by ":\SETUPEXE" and click OK or press [Enter].
5. Click on [Install] and follow the on-screen prompts.
6. Click on the "Readme" icon for the latest information.

MS-DOS® Installation:

1. Insert the *Leisure Suit Larry's® Greatest Hits and Misses!* CD into your computer's CD-ROM drive.
2. Type "X:" where X is the letter of your CD-ROM drive, (for example, "D:"). Press [Enter].
3. Type "INSTALL" and press [Enter].
4. A menu will appear. Select the letter corresponding to the game you wish to install, and type it at the prompt.
5. Follow the on-screen prompts.

IMPORTANT: All individual games must be installed to the same drive on which *Leisure Suit Larry's Greatest Hits and Misses!* was initially installed. (In other words, you must install everything to the same drive.) If you experience difficulty trying to install under Windows, you may want to install under DOS. Then again ... maybe not.

MS-DOS is a registered trademark and Windows is a trademark of Microsoft Corporation. Sierra and Leisure Suit Larry are registered trademarks of Sierra On-Line, Inc.

Page 2

LEISURE SUIT LARRY THEME

by A. Love

Page 1

LEISURE SUIT LARRY THEME

by A. Love

Original
Larry theme
Good
exit tune!

Leisure Suit Larry in

THE LAND OF THE LOUNGE LIZARDS

AND MANAGED YOUR LIFE GAME

TANDY COLOR COMPUTER 3
DISK
90-8002

SIERRA

Life-Span Learning



YEAH, LARRY'S A JERK.

**3-D EQUALS
DANCING, DRINKING AND DAMES!**


A New 3-D Animated Adventure Game featuring:

- A New 3-D Animated Adventure Game** featuring:
- ▶ Animated characters that come alive; they walk, talk, hunger, and even squish!
 - ▶ Your best pick-up lines — just like in real life.
 - ▶ Incredible three-dimensional graphics, shown your intimated Larry character in love's embrace.
 - ▶ Love's leading edge, too hot to burn, and smooth as the disco floor! — over 6000 words of seductive dialogue.
 - ▶ Communicate using full sentence input and spatial logic! The game understands over 900 words including some of your four-letter favorites.

Mark and Abner were married
overseer in the King's Court and
were made to stand here.



My All Love and Warm Greetings

 SIERRA®

.....the idea of asking a woman out was, basically, terrifying.

This is the original that started it all. In a time when "business computer game" was an oxymoron and risqué material was a low-to-low-cut neckline, *LSL/LOT/L* (for Lesaire Sir Larry in the Land of the Lounge Lizards) as it's called around here, created quite a stir among computer users. Released with no publicity or advertising, it was deemed unacceptable by many of the large computer chain stores that were Sierra's principal retailers back then. First month sales were the lowest of any Sierra game in years. But, as word-of-mouth spread, sales picked up month after month until it eventually earned Software Publishers' Association coverage.

As the SPA's very first awards night it was named "Best Fantasy, Role Playing or Adventure Game of 1987."

All this for a game entirely created by two people (Mark Crowe, see *The Space Quest Collection*, and met in a period of a few months. Mark did all the background art plus all the animation in a period of four weeks, while continuing to work 40 hours/week on *Space Quest II*, his real job at the time! I feel safe in bragging for Mark: this is a record that will never be broken!

The game's parser (the code that recognizes what you type) sometimes surprises even me: during a demo of the product before a conference room filled with Hollywood big-wigs trying to understand what was all this fuss about computer games, I showed them around and the first few scenes in the game, then foolishly asked for suggestions of commands to type into the game. One was shouted, "Masturbate!" to a roomful of groans. Not knowing what would happen, I typed as instructed, to which the game replied, "The whole idea was to stop doing that, Larry!" The room cracked up!

One afternoon, on my way home from the digital foundry, I realized our new game had no title song. So I sat down at my trusty synthesizer and knocked out a catchy little ditty before dinner. We were always going to go back and replace it with something good, but the damn thing caught on, and by then it was too late. It took five years before someone pointed out to me I stole the bridge from *Fiddler on the Roof*. Sorry, Mr. Herman! Regardless, it is fun to hear people whistling it whenever a new Larry game comes out.

— 166 —

He's changed a lot over the years.



Programmed by Al Lowe
Graphics by Mark Crome
Original game design by Chuck Boston
Documentation by John & Jerry A. Smith



This is what Larry Laffer used to look like (bottom, left & right) before the "feeding" routine and replacing mask. The earthen sweater and pocket protector give you a pretty good idea of what he is - a totally mild and nice guy.

The "old" Larry Laffer was a confirmed bachelor. At 35 years old, he lived with his mother, and the idea of having a woman in his life, especially, terrified him. He felt more comfortable at night curling up with a good book (his favorite, "Kane" by John Ford) than with a woman, and he was loathe to let his mother know he was a confirmed bachelor. He was also a confirmed collector, and he had a large collection of books, records, and other items. He was a confirmed collector, and he had a large collection of books, records, and other items. He was a confirmed collector, and he had a large collection of books, records, and other items.

Then one day it hit her. Larry realized that his opportunity, it was passing by faster than an ugly woman on the way to her wedding. So he decided to change. "He made Mr. Nice Guy," he smiled. "I was a party."

[illegible]

Spot has given Larry
 more than lives to be seen to be believed
 Now Larry will be shown in the tedious evening
 Watch the world, time he comes.

The first Larry adventure!

AN OVERVIEW Animated Adventures Game, simply stated, is an 8 Sierra 3-D animated adventure game where you become the main character in the interactive movie where you become the main character in "Liberate Sulfur." Larry Laffer would be the main character in "Liberate Sulfur," Larry Laffer would be the main character in "Liberate Sulfur."

For example, having your character sign on with a major league baseball team or start a successful men's magazine could be a short-term goal. A more realistic goal, on the other hand, catching a train to work on time, would be a more realistic goal. On the other hand, catching a train to work on time would be a more realistic goal.

A combination of common sense, logical thinking, and downright sheer luck is needed to achieve your goal. Good luck.

• HOW TO MOVE AROUND

Basic instructions on how to interact with this game are included on the command card enclosed. If you are not sure of what to do, follow the WALK T-TRU at the end of this manual.

Due to the dangerous nature of this (and every) adventure game, you will want to type **SAVE GAME** many times during a playing session. Type **SAVE GAME** any time you have done something important. Type **SAVE GAME** when you feel you're in danger.

RESTORE GAME is used when you were right and there was danger. If you get killed, hope **RESTORE GAME** rather than starting over. Careful and diligent use of this function has saved many an adventurer from frustration and inconvenience.

For more on save and restore game, see Reference Card enclosed.

When you enter a nice type **LOOK AT THE ROOM**. When you enter a street, type **LOOK AT THE STREET**. When you want to talk to a woman, type **TALK TO THE WOMAN**. The descriptions and close-ups offered may provide valuable clues.

When it comes to playing *Liar's Dice*, more heads are better than one. You may find it very helpful, and more fun, to go through the game with a friend.

This 3-D Animated Adventure Course understands a number of video
 such as

BLOW UP	EA	DRUM
BUY	GET	READ
CHANGE	GIVE	TAXE
COUNT	JUMP	UNDRESS
CUT	PESS	USE
DRINK	LOON	WEAR
WRAP	OPEN	

Remember, not all of these words are intended in every situation. (This is graphic adventure after all), nor will these words all fit into one sentence, but you can string these words into commands such as: **GO TO THE BACK OF THE HOUSE TO GET THE KING'S DEVICE**.

thought I'd mention they were using the program. Some of the

You should try anything you can think of. After all, no one ever got a social disease from a keyboard, and you have your **RESTORE GAME**.

Feeling lost? Intec® Can't finish what you started? Is your wife making you do it?

Even the best adventures sometimes can't complete their task. For

...the 3-D effect...

You Eat at Part of LeTr's Lounge

- INVENTORY This command gives you a listing of all your possessions.
- LOOK AT THE SIGN (To abbreviate commands simply type:
- LOOK SIGN)
- LOOK AT THE STREET
- LOOK AT THE SIDEWALK
- LOOK AT THE WINDOW
- LOOK AT THE MAT
- LOOK AT THE DOG (This is good for a few laughs.)

▶ LOOK AT THE DOOR
▶ OPEN THE DOOR

Work inside the bar. Type

- ▶ LOOK AT THE PEOPLE
- ▶ LOOK AT THE PICTURE
- ▶ LOOK AT THE MOOSE
- ▶ LOOK AT THE FAN
- ▶ LOOK AT THE BAR
- ▶ LOOK AT THE WALL

Wade to the vacant stool. Type

- ▶ SIT DOWN!
- ▶ TALK TO THE BARTENDER
- ▶ ORDER A BEER
- ▶ ORDER A WINE
- ▶ ORDER A WHISKY
- ▶ STAND UP

Walk through the doorway on the northern side of the room.

LOOK AT THE ROOM
LOOK AT THE WALL

LOOK AT THE TABLE
TAKE THE ROSE
LOOK AT THE ROSE
LOOK AT THE DRUNK

TALK TO THE DRUNK. Approach him as close as possible (within his legal). Type

1990-1991 1991-1992 1992-1993 1993-1994 1994-1995 1995-1996 1996-1997 1997-1998 1998-1999 1999-2000 2000-2001 2001-2002 2002-2003 2003-2004 2004-2005 2005-2006 2006-2007 2007-2008 2008-2009 2009-2010 2010-2011 2011-2012 2012-2013 2013-2014 2014-2015 2015-2016 2016-2017 2017-2018 2018-2019 2019-2020 2020-2021 2021-2022 2022-2023 2023-2024 2024-2025 2025-2026 2026-2027 2027-2028 2028-2029 2029-2030 2030-2031 2031-2032 2032-2033 2033-2034 2034-2035 2035-2036 2036-2037 2037-2038 2038-2039 2039-2040 2040-2041 2041-2042 2042-2043 2043-2044 2044-2045 2045-2046 2046-2047 2047-2048 2048-2049 2049-2050 2050-2051 2051-2052 2052-2053 2053-2054 2054-2055 2055-2056 2056-2057 2057-2058 2058-2059 2059-2060 2060-2061 2061-2062 2062-2063 2063-2064 2064-2065 2065-2066 2066-2067 2067-2068 2068-2069 2069-2070 2070-2071 2071-2072 2072-2073 2073-2074 2074-2075 2075-2076 2076-2077 2077-2078 2078-2079 2079-2080 2080-2081 2081-2082 2082-2083 2083-2084 2084-2085 2085-2086 2086-2087 2087-2088 2088-2089 2089-2090 2090-2091 2091-2092 2092-2093 2093-2094 2094-2095 2095-2096 2096-2097 2097-2098 2098-2099 2099-2100 2100-2101 2101-2102 2102-2103 2103-2104 2104-2105 2105-2106 2106-2107 2107-2108 2108-2109 2109-2110 2110-2111 2111-2112 2112-2113 2113-2114 2114-2115 2115-2116 2116-2117 2117-2118 2118-2119 2119-2120 2120-2121 2121-2122 2122-2123 2123-2124 2124-2125 2125-2126 2126-2127 2127-2128 2128-2129 2129-2130 2130-2131 2131-2132 2132-2133 2133-2134 2134-2135 2135-2136 2136-2137 2137-2138 2138-2139 2139-2140 2140-2141 2141-2142 2142-2143 2143-2144 2144-2145 2145-2146 2146-2147 2147-2148 2148-2149 2149-2150 2150-2151 2151-2152 2152-2153 2153-2154 2154-2155 2155-2156 2156-2157 2157-2158 2158-2159 2159-2160 2160-2161 2161-2162 2162-2163 2163-2164 2164-2165 2165-2166 2166-2167 2167-2168 2168-2169 2169-2170 2170-2171 2171-2172 2172-2173 2173-2174 2174-2175 2175-2176 2176-2177 2177-2178 2178-2179 2179-2180 2180-2181 2181-2182 2182-2183 2183-2184 2184-2185 2185-2186 2186-2187 2187-2188 2188-2189 2189-2190 2190-2191 2191-2192 2192-2193 2193-2194 2194-2195 2195-2196 2196-2197 2197-2198 2198-2199 2199-2200 2200-2201 2201-2202 2202-2203 2203-2204 2204-2205 2205-2206 2206-2207 2207-2208 2208-2209 2209-2210 2210-2211 2211-2212 2212-2213 2213-2214 2214-2215 2215-2216 2216-2217 2217-2218 2218-2219 2219-2220 2220-2221 2221-2222 2222-2223 2223-2224 2224-2225 2225-2226 2226-2227 2227-2228 2228-2229 2229-2230 2230-2231 2231-2232 2232-2233 2233-2234 2234-2235 2235-2236 2236-2237 2237-2238 2238-2239 2239-2240 2240-2241 2241-2242 2242-2243 2243-2244 2244-2245 2245-2246 2246-2247 2247-2248 2248-2249 2249-2250 2250-2251 2251-2252 2252-2253 2253-2254 2254-2255 2255-2256 2256-2257 2257-2258 2258-2259 2259-2260 2260-2261 2261-2262 2262-2263 2263-2264 2264-2265 2265-2266 2266-2267 2267-2268 2268-2269 2269-2270 2270-2271 2271-2272 2272-2273 2273-2274 2274-2275 2275-2276 2276-2277 2277-2278 2278-2279 2279-2280 2280-2281 2281-2282 2282-2283 2283-2284 2284-2285 2285-2286 2286-2287 2287-2288 2288-2289 2289-2290 2290-2291 2291-2292 2292-2293 2293-2294 2294-2295 2295-2296 2296-2297 2297-2298 2298-2299 2299-2300 2300-2301 2301-2302 2302-2303 2303-2304 2304-2305 2305-2306 2306-2307 2307-2308 2308-2309 2309-2310 2310-2311 2311-2312 2312-2313 2313-2314 2314-2315 2315-2316 2316-2317 2317-2318 2318-2319 2319-2320 2320-2321 2321-2322 2322-2323 2323-2324 2324-2325 2325-2326 2326-2327 2327-2328 2328-2329 2329-2330 2330-2331 2331-2332 2332-2333 2333-2334 2334-2335 2335-2336 2336-2337 2337-2338 2338-2339 2339-2340 2340-2341 2341-2342 2342-2343 2343-2344 2344-2345 2345-2346 2346-2347 2347-2348 2348-2349 2349-2350 2350-2351 2351-2352 2352-2353 2353-2354 2354-2355 2355-2356 2356-2357 2357-2358 2358-2359 2359-2360 2360-2361 2361-2362 2362-2363 2363-2364 2364-2365 2365-2366 2366-2367 2367-2368 2368-2369 2369-2370 2370-2371 2371-2372 2372-2373 2373-2374 2374-2375 2375-2376 2376-2377 2377-2378 2378-2379 2379-2380 2380-2381 2381-2382 2382-2383 2383-2384 2384-2385 2385-2386 2386-2387 2387-2388 2388-2389 2389-2390 2390-2391 2391-2392 2392-2393 2393-2394 2394-2395 2395-2396 2396-2397 2397-2398 2398-2399 2399

USE THE HEALTH SPRAY

3.1. The First Step in the Right Type

U.S. A* 1-11 (Received this morning with the message
1961)

ARE NOT OF THE PASSING AG FOR FUTURE USE

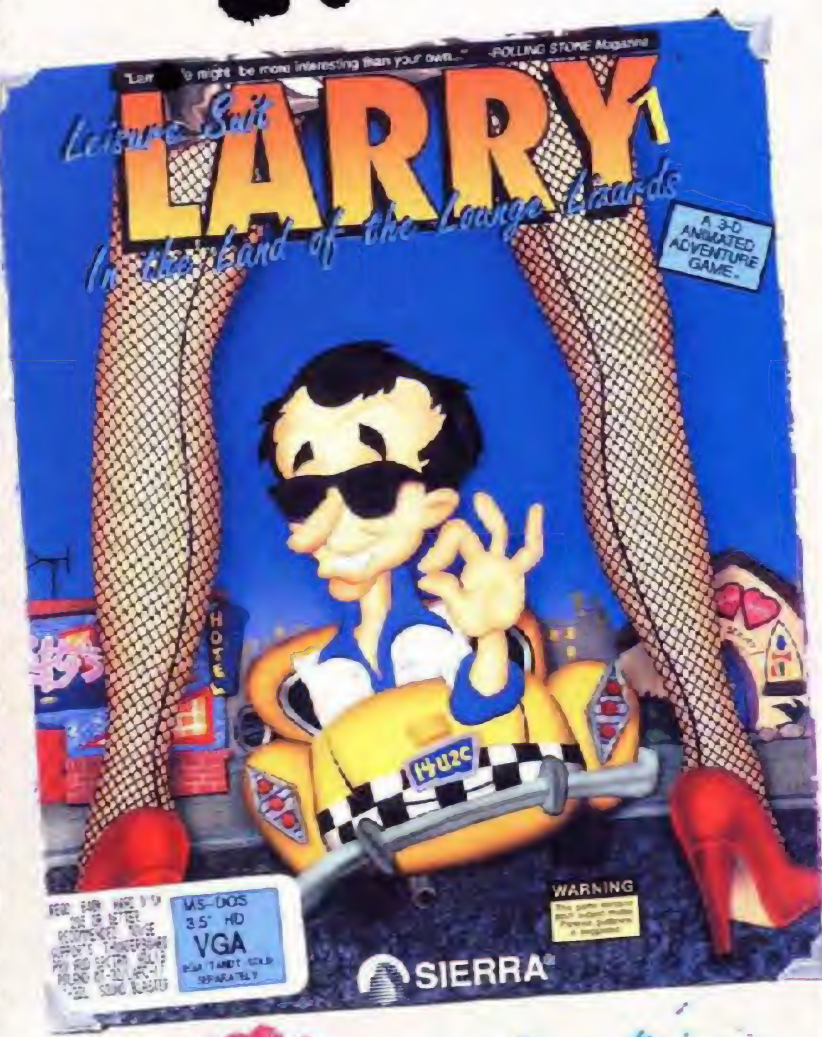
1991

LOOK AT THE TOILET
LOOK AT THE TOILET PAPER
GO TO THE BATHROOM (wait for the computer to respond & will
have a couple of minutes to respond)
STAY THERE

[illegible]

LOOK BY THE WINDOW
LOOK AT THE SKY
TAKE THE TIME
LOOK AT THE RAIN
WASH HANDS

► **FLUSH THE TOILET**
Be they may serve it is time to flush some toilet. For your better
understand.



On your trip to Lost Wages,

Experience the Thrill of a lifetime!
Plumb the depths of the Fabuloids



Lost Wages
**Mystery
HOLE**

"over 1,000,000 served"

Item originally
shipped w/ the
game!

Nestled in the bush just shooting distance from
warm, inviting Beaver Creek, the bizarre yet
strangely satisfying MYSTERY HOLE beckons.



PLUNGE
headfirst
into the
soothing
Backdoor
Basin!

SQUEEZE into the wonderful
Mossy Furrow at the end
of Skidmark Trail!



SPEND 5 minutes in the disorienting
Tumbling Tunnel...when you get home,
you'll swear to your friends it took you
an hour-and-a-half!



SEE objects swell to
5 TIMES THEIR ORIGINAL size...
Then, just as mysteriously, wither back again!

You've never seen anything like it!

HOW DID THE MYSTERY HOLE COME TO BE?

Nobody's quite sure.



Psychic
Investigators
have studied the
Mystery Hole
and left
scratching
themselves.
Scientists have
probed the
Mystery Hole
with their
instruments and
emerged shaking
their heads.



All we know is that everybody who explores the
MYSTERY HOLE'S secret crevices wants to come
again and again and again!

Sierra On-Line, Inc. P.O. Box 485, Coarsegold, CA 93614
1991 Sierra On-Line, Inc. All rights reserved.
Printed in the U.S.A.
002021030

Calling all Dudes! Come one, Come all!

Cover
Use gun
right photo

Useful info
for copy
protection

"Where even a tenderfoot"

Salmon
colored
sunset
Bronco rider

Hot dog
picture

Use guitar
playing
woman pic

Cow rosin

Bean pie
here

EATIN' OUT

You'll enjoy real down-home campfire cookin'. For lunch, cornbread and chili (and hey, blame it on the cows... that's what we do!) For dinner, tuna tacos and hot buns. And if you like jugs o' Moonshine, our cowgirls have some of the smoothest you've ever set yer lips on.

For you womenfolk, we'll absolutely show ya how to make some real frontier treats! Just imagine pilling your own fatty under the stars, shuckin' corn in the barn, churning butter and packin' fudge in yer very own crock. You'll be pleasin' yer greenhorn in no time flat.

ACTIVITIES

Located in scenic Lost Wages just 5 miles from the Humongous Tetons, two miles from the pouting Bodacious Tetons, and just down the road from the Small-Yet-Pert-Tetons.

Get a long little doggie! At the Palamino Ranch, you kin practice all your dude ranchin' skills, like:
 * Ropin' fillies
 * Bareback ridin'
 * Cow pokin'
 * And every Tuesday, enter our CANYON YODELIN' contest!

ACCOMMODATIONS

Remember, whether it's a day of horseplay or a Bronco-bustin' weekend, grease up your saddlebag and give us a call at 1-800-ZIP-DOWN. We'll set you up with your own fully bed roll and chaps. Before you can say "Yippie-ay-yay," we'll have you back in the saddle!

Available for Bar Mitzvahs, Bachelor Parties, Conventions and CFO Birthdays.

Hourly rates.
 Reins extra; no spurs allowed.

Border must
be blue gray.



Also visit:

Carla's Bad Caverns (see the drippin' turgid stalagmites and oozing paint pots. Openings available year 'round!)
Moaning Glory Acres (where the pussywillow blooms!)
*Old Faceful (Imagine...an eruption every 35 minutes! Could you do better?)



Gettin' to the Palomino Ranch is easier'n pickin' off a saddlesore. Jus' head on down the Toonay Valley Highway and turn off at Venus's Mound O' Used Tires and RV Waste Sump. Take Exit 69 and be sure to pull out when you come to the sign of the Giant Palomino. We'll keep a light on for ya!



000021010

© 1991 Sierra On-Line, Inc. All rights reserved. Printed in the U.S.A.
Sierra On-Line, Inc., Copyright © 1991

Make this
red

WHOSE WHOM IN AMERICA

J.N. Kate Place
Salt Lick City, Utah 82110
From the desk of Mr. Muhweeny

Address on
back is
invisible

Dear Mr. Laffer,

Frankly, I'm puzzled.

I don't understand why you haven't responded to the **FABULOUS** offer we recently made you!

Let's face it, **Lawrence**. Men have it rough in today's world. What with the so-called "Women's liberation" movement, it's getting harder and harder. To find a suitable mate. Even for fabulous, studly, sensitive guys like yourself, **Lawrence**.

But we want you to know that **WE** appreciate your finer qualities. After all, you're in the full flower of your manhood...a young, active 40 years old (barely out of your teens!). We know that you've got a solid, established career as a **traveling software salesman** and make more than \$ n/a a year. You've resided in one of America's finer neighborhoods, **Anytown**, for 40 years...long enough to have established a reputation as a **adequate** credit risk.

So why **WOULDN'T** any woman leap at the chance to throw herself on your strapping, muscular 65" frame?

We'll tell you why. They **WOULD**! But it's so hard to **MEET** the kind of women you deserve!

That's why we know you'll **JUMP** at the chance to be included in this once-in-a-lifetime opportunity...an opportunity to have **YOUR** face and **YOUR** vital statistics included in what's sure to be this year's most sought-after book: **WHOSE WHOM IN SINGLE MEN In The Southwestern United States**.

Imagine, women all over the country will be receiving this volume of the **Southwestern United States's** most-desirable bachelors. And not just **ANY** women, **Lawrence**. The kind of women we know that **YOU** like, women with the **medium** handruls you've told us you so love to look at...to touch...to nuzzle! Single, attractive, available women with **any** length legs, beautiful clean hair and **yes** derrieres.

Don't waste another minute, **Lawrence**! Fill out the form at the bottom of this page and include your check or money order (or just use your **none** credit card). And you'll be on your way to a lifetime of babes!

Enthusiastically,

Adolph Muhweeny

Adolph Muhweeny
Vice President, Direct Male Dept.

Sierra On-Line, Inc. P.O. Box 485, Coarsegold, CA 93614 ©1991 Sierra On-Line, Inc. All rights reserved. Printed in the U.S.A. 000021020

Make dotted
line blue

Make Address
signature
look like
red pen



"It's a nerd! It's a
shame! It's Leisure
Suit Larry! ...Now
that's entertainment!"
— Bob Lynstrom,
A+ Magazine



Leisure Suit Larry 2: Leisure Suit Larry Goes Looking for Love (In Several Wrong Places)

Realizing we had a winning character in Leisure Suit Larry, but being so sensitive to "prevailing community standards" (i.e., some stores wouldn't sell Larry 1 because it was too nasty!), I decided to clean up Larry 2 by having Larry search for his One True Love instead of just cheap sex. Our loyal customers complained, "Where's the smut?" Plus, those same stores didn't sell this game because it must be dirty like that first game!

So I learned another important lesson: sex sells!

Actually, I think Larry 2 is a really good adventure game, better puzzles, more logical than Larry 1, with some wonderful running gags. Our development system finally allowed us to store and re-use strings (oops, I-mean "typed phrases"!). So I included an item on the pull-down menu bar called "Trite Phrase," then had as many of the game's characters use the phrase you typed in as much as possible. We even ran a contest on CompuServe, offering a free T-shirt to the person submitting the best trite phrase. The winner: "Do ya want some fries with that?" submitted by Josh Mandel, who parlayed that one-liner into a steady gig at Sierra and eventually became my co-writer on *Freddy Pharkas, Frontier Pharmacist*.

Larry 2 was designed to be playable from six 360K floppies (raise your hand if you remember those!), so it consisted of six areas, all distinct and playable by themselves, with no way to go back to a previous area, or forward to an area not yet seen. (Be sure to pick up everything you need before you leave L.A.!)
Bug alert!

This game began the running jokes about Larry's de-evolving hairline. There must be a half-dozen barbers in the game, each of which humiliates Larry in some fashion. (See Page 1, Humorous Themes and Developments in Late 20th-Century Digital Literature.)

Larry 2 was also the beginning of my long collaboration with Bill "Missing L" Skirvin, the perfect art director. Bill loved to hide strange and often obscene things in background drawings. Be sure not to look too closely at any of these pictures or you might lose your L, too!

I had great plans for a big finale to this game, but by the time we got around to programming the end of the game we were out of disk space (not to mention time), so much of the ending scene is on "auto-pilot." At least I got to introduce *Passionate Patti*, who would return to play a major role in the next two games.

Warning: Be especially careful of the parser when you reach the top of the volcano near the end of the game. A subtle bug was introduced the night before we shipped that requires the word "The" be used in your typing. So where you could normally get by with typing a phrase like, "Put bottle in bag," here you must type, "Put the bottle in the bag" instead. I didn't catch the bug because my goal was to make those games recognize complete proper English sentences instead of "adventure game-ese" shorthand. The bug was fixed shortly after the game shipped, but to the best of my knowledge, Sierra never got around to updating the shipping version. Oh, well.

—AL



AN OVERVIEW

A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is "Leisure Suit." Larry Lafter, a would-be man-about-town with a receding hairline and no redeeming social values.

Each 3-D Animated Adventure Game has a goal, and as Larry, yours is a very special one.

You see, Larry has been single for a long, long time. Life as a swinging single has been unfulfilling (and unsuccessful). It's time to find a long term relationship. Someone with whom to spend his declining (and receding) years.

Leisure Suit Larry is looking for the holy grail of the singles bar scene. Larry is looking for the girl of his dreams, his soul mate, his long term relationship!

LEISURE SUIT LARRY GOES LOOKING FOR LOVE! (In Several Wrong Places)



3. **ACCESSING SPECIAL OPTIONS (Pull down menus)**
Sierra 3-D Animated Adventures feature an array of special options designed to enhance your gaming experience. These options are available by accessing the pull down menus at the top of the game screen. On most machines, use the ESCAPE (ESC) key and direction keys or the joystick or mouse.



4. **SAVING AND RESTORING A GAME IN PROGRESS**
Every Sierra game product offers a special save and restore game feature. Saving a game is much like putting a bookmark in a book. Your position in the game, including your location, your possessions, and your total point score, is saved to disk for future use. You may use this option whenever you want to take a break from playing your game, or whenever you are about to do something you think you might regret later.

A wise adventurer saves his game often. The world of Leisure Suit Larry is filled with potentially lethal situations. Whenever you get killed, locked up in prison for life, or otherwise stopped in your quest, you can restore your game to a past bookmarked point and proceed in your adventure again. For more information on save and restore functions, consult your reference card.



HOW TO INTERACT WITH THIS COMPUTER GAME

1. HOW TO MOVE AROUND

Identify your character onscreen (he's the balding nerd in the white leisure suit). You can move Larry through use of a joystick, mouse, the numeric keypad or direction keys on your computer. Check your reference card for full details.

If Larry bumps into anything (barstool, girl, etc.) he will stop. You must maneuver around the object. When Larry reaches the edge of any screen, a new scene will be loaded from the floppy or hard disk. If Larry reaches the edge of a screen and a new screen is not loaded, you have reached a boundary of the adventure game world. An example of this is to try to go left or down from the opening screen of the game.

2. HOW TO CONVERSE WITH THE GAME TEXT MESSAGES (from the computer)

Throughout your adventure, the computer will tell you about the situation you are in than would normally meet the eye. This text comes up in a message window on your computer screen. To clear a message from the screen, press ENTER or the mouse or joystick button.

TEXT ENTRY (your input to the game)

When you want to do something, such as "talk to the cute receptionist," or "get the handcuffs," type simple, complete English sentences. A dialog box will appear when you start to type. Press ENTER when your instructions are complete. For more information, see your reference card under the headings WINDOWS AND INTERACTING WITH THE GAME and TIP #4 UNDER TIPS FOR NEW ADVENTURERS

SPECIAL TIPS FOR BEGINNING ADVENTURERS

1. LOOK AT EVERYTHING

Every time you reach a new screen in your game, type "Look at the scene." Look at everything you can identify in each screen.

For instance, in a bathroom you would "Look at the room" then "Look in the mirror," "Look at the sink," "Look at the toilet" and even "Look in the toilet." (Yuck!)

The descriptions you get when you look at things can give you valuable clues that will help you in the game and can sometimes be very funny too!



2. KEEP AN EYE ON YOUR INVENTORY

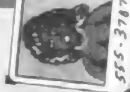
Adding items to your inventory (collecting things you find as you play) is a major part of any adventure game. You never know when a rope, a shoe string or even a banana peel can come in handy.

When you find something that you think might be useful, type "GET THE". If you can't get the item you are trying to get, the game will tell you.

Sometimes, the game will allow you to pick up things that could be detrimental to your progress. If, for example, all the characters in the game begin running from you with their hands on their noses, you may want to drop that rotting fish you found on the seashore.

3. PLAY WITH A FRIEND

When it comes to playing adventure games, more heads are better than one. You may find it very helpful (and more fun) to play this game with a friend.



4. A FEW CHOICE WORDS

This 3-D Animated Adventure Game understands a wide variety of verbs, such as:

ASK	DRINK	HELP	SWING
BEAT	EAT	HIT	TAKE
BITE	ENTER	HOLD	TALK
BURN	EXITE	HUG	TASTE
BUY	EXIT	JUMP	TELL
CALL	FACE	KICK	THROW
CARRY	FIX	KISS	THROW
CLANCE	PLINT	KNOCK	TOUCH
CLAN	FRESH	LAUGH	TURN
CLEAN	GET	LEAP	UNLOCK
CLOSE	GIVE	POCKET	WAIT
CRAWL	HEAR	PRESENT	WALK
DANCE	HELLO	PUNCH	WAVE
			WHISK
			STEAL

5. YOU'VE GOT TO BE OPEN-MINDED

If it's silly, rude, dirty or funny, Al Lowe probably thought of it when he was designing this game. Some of the puzzles in this game require deranged thinking to solve.

When confronted with a problem in the game, try anything and everything. After all, no one ever got a social disease from their keyboard, and you have your **RESTORE GAME** function if things really backfire on you.

6. IF YOU STILL CAN'T FINISH

Feeling frustrated? Can't seem to finish what you start? Is your wife making fun of you?

Even the best adventure gamers sometimes can't complete their tasks.

LEISURE SUIT LARRY GOES LOOKING FOR LOVE!
(in Several Wrong Places)

Written and designed by
Al Lowe

Programming
Al Lowe

Executive Producer
Al Lowe

Game Development System
Jeff Stephenson
Robert Helman
Pablo Ghelisa
Stuart Goldstein

Music Development System
Stuart Goldstein

Animation and Background Scenes
William Shirin
Ronnie Borucki
Douglas Herring

Music composed and performed by
Al Lowe
Documentation
John Williams



"Watch out America,
here comes Leisure Suit
Larry...can 'Leisure
Suit Larry: The Movie'
be far behind?"
— Dennis Lynch
Chicago Tribune

MS-DOS
3.6
EGA
AND VGA

FREE INSIDE!

Genuine Tacky Island
Postcard and
Fashions, Fascinating
Parrots and Colorful
Nostalgic Toughest
Magazine.

A 3-D ANIMATED
ADVENTURE GAME

SIERRA

Passionate Patti
in Pursuit of
Pulsating Pectorals



CRITICS REACT:

"The new adventure adds a lot of change... at least an eagerly is involved."

"...an amazing combination of James Bond and Buster Keaton."

"The game is so addictive... if you can't get your brother on the line. More Larry."

"Watch out American, here comes Leisure Suit Larry... can Leisure Suit Larry: The Movie be far behind?"

Game Review
Review: Review
Game Review
Review: Review
Game Review
Review: Review

Are you a smooth operator, slick guy on the make, or maybe you fancy yourself the sleek, sexy (and a little bit) Schlemmer guy who gets inside for a look at the other side of life. In Sierra's latest (3-D) adventure, Leisure Suit Larry III: Passionate Patti in Pursuit of the Pulsating Pectorals, you're...



...you'll get dumped by your woman and lose your job at Natives, Inc. What better reason to take off into the steamy jungle ruled by Amazon cannibal women.

Larry's on for the adventure of his life with the woman of his dreams in his pants.



...you'll follow Larry's lead deep into the overgrown jungle. Find your lover, and rescue him from a life of sex slavery at the hands of the most-satiated cannibal Amazon women who have taken the prisoner.

Passionate Patti: on a quest for the man that got away.

A GAME OF DOUBLE IDENTITY

Leisure Suit Larry III is the first Sierra game ever to allow you to switch roles and see the story from another point of view. In our first ever role-switching adventure, you'll experience a new dimension of computer adventure. Become Larry, trying to find himself in the jungles of Boudewyn Island, and Passionate Patti, searching for the man of her dreams (her name is Larry dropped off the face of the earth).



Larry's search for the perfect girl will reveal much more.



For a more detailed of beautiful girls.



Discover how old is the girl.



00077045

Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals

The end of "The Larry Trilogy," I fully intended the series to stop with this game. In fact, during the last month of development, I remember someone asking me, "What are you going to do for Larry 4?" to which I replied, "Nothing! There's never going to be a Larry 4!" Pretty damn prophetic, eh?

By this time, no one was playing from floppies any more, so we demanded a hard disk. Still, the entire game fits in under 4 megabytes.

This game saw the addition to the Larry gang of Carlos Escobar and Roger Hardy, both of whom were dumb enough to work with me again in the future. Carlos had an honorary cameo role in Larry 2 as the brother of the ship's maid. You only saw him if you typed something nasty when the maid was in the room, so I'm sure most of you never saw him.

—A.L.



Contains
Scientific
for every
protection

HEAPS
OF
ADVENTURE
IN
THIS
LARRY

SIERRA

SPECIAL
THIS TIME ONLY
HOW TO
PLAY THE
BEST IN
COMPUTER
GAMES

**Leisure Suit Larry 3:
Passionate Patti in Pursuit
of the Pulsating Pectorals!**

Producer
Al Lowe
Designer
Al Lowe
Programmers
Al Lowe
Carlos Escobar
Graphics Artists
William Slavin
Roger Hardy
Sierra's Creative Interpreter
Jeff Stephenson
Bob Heiman
Pablo Ghem
Shawn Goldstein
Music composed and performed by
Mike Dunst
Sound Effects
Rob Arsenault
Music Conversions
Rob Arsenault
 Atari ST Translation
Robert Lindsay
 Amiga Translation
Robert Lindsay
 Macintosh Translation
by Byr
Quality Assurance Leader
Robin Bradley
Cover Art
Mark Cresse
Cover Photography
Keith Seaman/Canard
Executive Producer and Best Buy
Ken Williams

"Nantoonyt Tonight"

Documentation
Marti McKenna
Bridget McKenna
Design and Production
Greg Steffen
Illustrations
Bill Eskew



Copy
protection
alert!

Going Native
with
Uncle Carlos

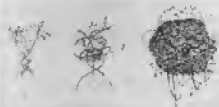


This Week:
Native Crafts of Nantoonyt

From the time of the earliest Nantoonyt natives, island grasses have been used for a variety of useful and durable items. The island Community Center offers lessons, with new classes starting every month.

GRASS WEAVING

Suitable grass once grew in many places on the island, but is now scarce. The illustrations below show one of the more popular patterns (favored by traditional weavers, in three easy-to-follow steps. Try it -- it's fun!



LEI-MAKING

The art of making leis has been popular on the island since ancient times, but has changed little. All one needs is a dozen or so flowers. Lei classes are available at the

Nantoonyt Community Center, check the Community Calendar for dates and times.

WOODCARVING

Woodcarving is another ancient Nantoonyt craft -- in fact, the island is known far and wide for its unique wooden sculptures, and tourists come from miles around to buy them from native vendors. If you don't want to spend up to \$20 for such a sculpture, you might want to try carving your own. Granddilla wood is another item that isn't as plentiful as it once was on Nantoonyt, but if you can find it, it's free for the taking. The best pieces even seem to suggest the shapes they will take under the carver's knife. If you decide to carve your own, you'll want to check the Community Center for the dates and times of their Wood Carving classes.

If you do decide to buy a genuine native sculpture, watch out for phony 'Native Vendors' on the local beaches. Many of these are not Nantoonyt natives at all, but phorics dressed in traditional native clothing in order to make a sale, and their 'genuine souvenirs' usually turn out to be nothing more than cheap imitations. The ancient islanders had some fascinating uses for these oddly-shaped sculptures; for instance, single women even org...

**HOW TO READ
THIS MANUAL**

Throughout this manual we will use the following ways of representing information:

MENU COMMANDS
will be CAPITALIZED.

Example:
SAVE, RESTORE, QUIT, PAUSE

TYPED COMMANDS
will appear as BOLD TYPE.

Example:
'type: [example game command]'
'type: ed lserra'

Portions of the command line not meant to be typed will not appear in bold type. For example, in the line 'type: ed lserra', 'type:' should not be typed.

[example text] and [K] brackets setting them text.

Example:
[object], [character], [Spa], [PageUp]
The brackets are not keystrokes and should not be typed.

Two or more keys that should be pressed at the same time will be separated by a hyphen (-). This hyphen is not a keystroke, and should not be typed.

Example:
'Press [CTRL-I] to view your inventory.'

If a space appears between parts of a command, it is meant to be typed.

Example:
'type: ed lserra'
The term 3.5" or 5" either

Use this
page
number for
copy
protection



Copy
protection
alert!

CHIP 'N' DALE'S ALL MALE Burlesque Review

Now onstage for a limited time:
Chip 'n' Dale's own
Dale Carlsonian,



known across the island as
The Tom Jones of Nantoonyt

Fans of all persuasions will relish this exhibit of
pure animal passion set to your favorite Rossini
opera arias. Come one, come all to Chip 'n'
Dale's, and have the time of your life!

Tickets \$25.00 in advance.
Make your reservations now.

Corner of Hibiscus and Palmetto

Pig Out At

Freddi's Feral Bar-B-Q

WE GO WHOLE HOG
FOR YOU!

Take Home a Bottle of our "Special Sauce"

In the Beautiful Downtown
Nantoonyt Mall

Island
Office and Voodoo
Supply



- Magic Markers
- Invisible Write-protect Tabs
- Copy-Proof Computer Disks
- and much, much more!

In the Beautiful Downtown
Nantoonyt Mall

Panti-of-the-Month Club

Get 8 Pairs of Panties for Only 1¢!

Take advantage of this Once-in-a-Lifetime Special
Offer to build your panti collection. Just choose 8
pairs of panties from the selection below. You will be
billed just 1¢ plus tax and shipping and handling.
Every month we will send you one pair we'll send you
the Panti-of-the-Month for the Special Club
Price of only \$12.95.



- | | |
|---------------|-------------|
| Fleming Heat | Satin Heat |
| Volcano Heat | Summer Heat |
| Lucy Heat | Island Heat |
| Tropical Heat | Picky Heat |

☐ Yes! Here's my 1¢. I have selected
my first 8 pairs of panties. Enroll me
in the Panti-of-the-Month Club right
away!

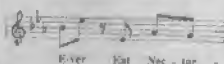
Panti-of-the-Month Club, Box 888, Nantoonyt

LEISURE SUIT LARRY GOES
LOOKING FOR LOVE
(IN SEVERAL WRONG PLACES)

Score: 4 of 4000 Leisure Suit Larry 9



Fol-low the
boun - ring fruit!



Never Never



entertainment

Dale Carlsonian, co-owner of Chip 'n' Dale's is
now appearing onstage in a bawdy and grind
extravaganza. This reviewer thinks he looks like
a poor woman's Tom Jones.

HIGHLIGHTS Featuring Paul Paul

Rising young comedian Paul Paul of
Oakhurst, California is now appearing at
The Comedy Hut for a special two week
engagement. I spoke with Paul recently
between shows and he told
me a little about his humble beginnings in
show business.

Born Melvin Melvin in 1964 to Melba and
Marvin Melvin of Guy, Indiana, it was
soon apparent that Paul was not like other
children. In fact, most other children
weren't even allowed to play with him.
At age 14, Paul entered Gwy High School,
where he was soon dubbed "The

Hung-Garyan" by classmates in the locker
room. Paul refused further comment on the
unusual nickname.

When he was 18, Paul entered the family
business - Melvin's Discount Mortuary "in
the beautiful Downtown Gary Melb."
founded in 1893 by brothers Morton and
Myron Melvin. During lunch hours and
coffee breaks, Paul began to conceive his
first comic routine. Unfortunately, he
delivered it during a eulogy. This incident
cost Paul his position at M.D.M., but
revealed to him his true calling in life.
At age 18.5, Paul began a new life in
Oakhurst, California as a night club
entertainer playing such exclusive
establishments as Sierra Lanes, The Caddy
Shack Lounge and Oakhurst Funeral
Chapel.

Copy
protection
alert!

This is
Page 13

00983
NANTOONYT
ADMIT
SHOW PASS

09170
NANTOONYT
ADMIT
SHOW PASS

Copy
protection
alert!



DEWEY, CHEATEM AND HOWE

ATTORNEYS AT LAW

Is coping with marriage just
too much to master?
Is your life best described as
domestic disaster?
Has your wife packed her
bags and moved in with her
mother?
Let D.C. & H. intervene for
you, brother.

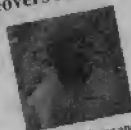
Are you wishing for ways to
get rid of your spouse,
Since yesterday's bridegroom
is now today's louse?
Did your rat of a husband
take off with some floozie?
Come to D.C. & H., and just
ask for Suzi.

555 Hibiscus

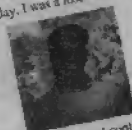
Witch Doctor

Appearance Centre

Hair Restoration
Color Consultation
Makeovers our Specialty



"Yesterday, I was a loser and a bore."

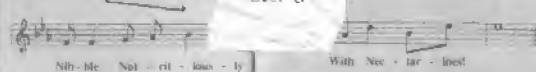


"Today, I'm a real cool guy.
Thanks, Witch Doctor!"

Paris, New York, Nontoonyt

In the Beautiful Downtown
Nontoonyt Mall

Copy
protection
alert!



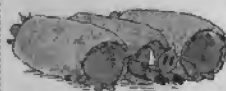
ADMIT ONE
SHOW # 1000



PIGGI'S COFFEE SHOP

Open 24 Hours

This Week's Special



Feral Pigs in a Blanket

\$3.95
with this coupon

In the Beautiful Downtown
Nontoonyt Mall

SHOW
PASS

SPONSORED BY THE
NONTONYT
NECTARINE ADVISORY BOARD

TIPS ON HIKING ON NONTONYT



with your native guide,
Jungle Joe

Off The Beaten Trail

As a native of this beautiful island, I am always so pleased when our visitors are wishing to explore its lovely jungles. But take warning, you silly stranger: there is much to be known about this island, and much to beware! Many have come to me for counsel and have lived to take another foolish photograph. Of those who are not heeding my words, most are so much pig slop on the jungle floor. Young Judi escaped this down. Lucky she be listen to me all these years. You can read about her in this issue also, mon.

Now hear me, newcomer: when you go into the jungle, you be taking plenty of fresh water so you aren't drying up like an old prune. Beware the wild creatures who are wanting to eat you or kill you for sport. In the jungle, a harmless vine is becoming a snake, the rock a poisonous lizard with teeth 6 inches long! A harmless mud puddle may be deadly quicksand, you know? Don't worry that the Feral Pigs be sneaking up on you - they will be attacking you in a sincere and straightforward manner.

Now I must tell you how easily you are getting lost in our dense jungles and bamboo forests. If you wander into the bamboo, it may be you never come out again! If this happens, I hope you picked lots of juicy Nontoonyt Nectarines to nourish you. Maybe you'll just fall off a big cliff and die, mon.

I always tell visitors about the unlucky traveler who was impaled upon (cont. page 192)

FERAL PIGS ATTACK ANOTHER VILLAGER

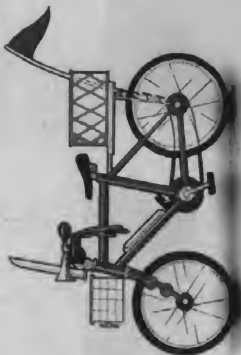
Native villager Judi gets porked

NPI - In yet another neat-tropic episode, native villager Judi was assaulted by Feral Pigs in an area of the Nontoonyt jungle known to be thick with the wild creatures. Through the use of her keen wit and available resources, Judi escaped with minor injuries. When asked why she ventured into this hazardous region, Judi replied, "Because it was there."

19



Hurtz
RENT-A-BIKE



THE ONLY WAY TO EXPLORE THE ISLAND!

At the Beautiful Dunes
Nestled in the Heart

002171009

24

Copy
protection
alert!

SYS file on
rate

ik 1

mer
or
Acacia
uth
arge



TRY OUR NAUGHTY-LUST MACHINES FOR A 'REAL WORKOUT'

'Last summer I hit the beach and it
shook. I was carrying around so much
blubber, the lifeguard mistook me for a
beached whale. Discouraged with other
weight-loss plans, I tried Fat City. Now
I'm the cutest chick in the coop!'



Dest.

'Last week we were a couple of computer nerds,
and nobody liked us. A big slot machine
repairwoman kicked silicon in our faces. We went
to Fat City.

BEFORE



Now we are real cool guys and a big hit with the
chicks.
Thanks, Fat City.'

AFTER



A Couple of Real Cool Guys

999 Granadilla
SEE THE SHOW ON US 62503

23

PLACE PHOTO HERE

Leisure Suit Larry 4: The Missing Floppies

What is the truth about why I skipped Larry 4? Was I trying to catch up with the Space Quest guys? Nah. Did I write a game too dirty to ship? No. Were the floppies really stolen by

Broadbent and released as "Where in the hell is Leisure Suit Larry?" NO!

—J.L.



Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work

Dating from my "Hey! I've got it! People really want games that are like little movies!" period, Larry 5 was generally considered funny with a good plot, but resoundingly disliked by computer game magazine reviewers and professional game players as too easy. On the other hand, most "normal" people I've talked with said it was the *only* one of the games they could finish. Go figure.

Larry 5 was my first game (but not the last) to make use of the Bodily Function Keys. For a demonstration, just press the unused function keys on your keyboard (try F10 to start). We added these about three days before we shipped because it was late at night, we were tired, we

were high on caffeine and pizza, we were all Letterman fans, it seemed like a good idea at the time, and we could. Not even the game reviewers noticed.

This game introduced the "new look" of Larry: more modern, angular, artistic. We call it, "whacked out!" It gives the game a fun feeling, even when nothing funny is happening.

If you forget your password, or never even entered one, and yet the game insists you need one, do this: Find the sub-directory where the game is installed (probably C:\SIERRA\LSL5) and delete the file "MEMORY.DRV." That's where we hid the password. (Pretty sneaky, eh?)

—A.L.

AERODORK AIRLINES



"Fly the Proud Dork!"

SEX, THUGS AND ROCK 'N ROLL. They're back in their silliest, sexiest adventures ever. Larry teams up with Passionate Patti for a rollicking gender-bending romp through the sleazy underside of the underworld.

SWITCH SEXES ON THE FLY. Yes, every time you take a plane ride, you'll switch back and forth between Larry and Patti. Double the trouble, double the fun!

IT'S LARRY & PATTI vs. A GALLERY OF GOONS. Passionate Patti is a fledgling spy for the FBI, sent to unveil our corruption in the music industry. Larry, cult hero of the computer age and certified fashion disaster, is auditioning hostesses for TV's syndicated steam-heat, America's Sleazier Home Videos. But watch out! The Mob wants to get photography off the air and back onto their balance sheet. Help Larry and Patti take on organized crime, the FBI, and the Citizens Against Nearly Everything in this spiciest computer caper yet.



FANTASTIC FEATURES:

- Digital score by replicated computer. (Drip, Drip, Drip, Empty, Empty)
- Computer to the Chase! TV shows, "Company of men" looks for The Last Standings. A Nightmare on Elm Street 4, and many other films.
- Head-on and digital graphics as face-on, full color, producing sexual or your favorite (both sexes).
- No-lying, drink and play, romance, for quick full-on, hard action scoring.
- Our most amazing and outrageous sex scene ever.

What does Larry say when he answers the phone? "ALLOW? STATUS?" Game designer Al Lowe denies our allegations that he and Larry are one and the same. Al is a former school administrator and jazz musician who regularly practices with sex. Larry is every girl's nightmare. We love our game.



AeroDork Airlines Travel Schedule

Time	Destination	Code
9:00	New York City, NY.	## ## ## ##
9:10	Intercourse, PA.	## ## ## ##
9:20	Atlantic City, NJ.	## ## ## ##
9:30	Los Angeles, CA.	## ## ## ##
9:40	Oakhurst, CA.	## ## ## ##
9:50	Miami, FL.	## ## ## ##
10:00	Sequim, WA.	## ## ## ##
10:10	New York City, NY.	## ## ## ##
10:20	Climax, MI.	## ## ## ##
10:30	Atlantic City, NJ.	## ## ## ##
10:40	Los Angeles, CA.	## ## ## ##
10:50	Miami, FL.	## ## ## ##
11:00	Spread Eagle, WI.	## ## ## ##
11:10	Los Angeles, CA.	## ## ## ##
11:20	New York City, NY.	## ## ## ##
11:30	Bowlegs, OK.	## ## ## ##
11:40	Miami, FL.	## ## ## ##
11:50	Atlantic City, NJ.	## ## ## ##
12:00	Atlantic City, NJ.	## ## ## ##
12:10	Hazardville, CN.	## ## ## ##
12:20	Fish Camp, CA.	## ## ## ##
12:30	Miami, FL.	## ## ## ##
12:40	New York City, NY.	## ## ## ##
12:50	Los Angeles, CA.	## ## ## ##

Continued on next flap

Also remember
your own private
password, as you
will need this to
restore a saved
game later.

Copy
protection
alert!

AeroDork Airlines Travel Schedule

continued from previous flap

Time	Destination	Code
1:00	Atlantic City, NJ.	## ## ## ##
1:10	Oral, SD.	## ## ## ##
1:20	Miami, FL.	## ## ## ##
1:30	New York City, NY.	## ## ## ##
1:40	Los Angeles, CA.	## ## ## ##
1:50	Hardwick, VT.	## ## ## ##
2:00	Bunn, NC.	## ## ## ##
2:10	Atlantic City, NJ.	## ## ## ##
2:20	New York City, NY.	## ## ## ##
2:30	Los Angeles, CA.	## ## ## ##
2:40	Miami, FL.	## ## ## ##
2:50	Four Holes, SC.	## ## ## ##
3:00	Succasunna, NJ.	## ## ## ##
3:10	Atlantic City, NJ.	## ## ## ##
3:20	Los Angeles, CA.	## ## ## ##
3:30	Miami, FL.	## ## ## ##
3:40	New York City, NY.	## ## ## ##
3:50	Loveland, OH.	## ## ## ##
4:00	Los Angeles, CA.	## ## ## ##
4:10	Atlantic City, NJ.	## ## ## ##
4:20	Grundy, VA.	## ## ## ##
4:30	Miami, FL.	## ## ## ##
4:40	New York City, NY.	## ## ## ##
4:50	Sugar Notch, PA.	## ## ## ##
5:00	Loveladies, NJ.	## ## ## ##

Actual item
originally shipped
with game

Passengers are limited to 3 articles of baggage. 1 (1) carry-on which must be no larger than 24"x18"x12" to fit beneath the seat or in the overhead compartment and containing no more than 2 (2) magazines, 1 (1) mini-packet of tissues, which will no doubt end up stuffed into the seat pocket in front of you or jammed permanently into the little ashtray set into the armrest, 4 (4) snack items including half-melted chocolate bars, stale cakeballs, or soft candy marinated in five times its usual street price by greedy and unscrupulous airport concession owners. 1 (1) paperback novel of up to 1000 pages, either Stephen King or Robert Ludlum (no V.C. Andrews. Anne McCaffrey or Louis L'Amour up to 10 (10) vols of Kim and/or 10 (50) computer diaries, all destroyed by relaxed passes through the X-ray machine by cavalier and better-than-thou security personnel just DYING to inconvenience you to the maximum extent of the law, pen and pencil for filling out the crossover puzzle in the in-flight magazine (said crossover puzzle already having been 95% solved by the last jet who didn't take the magazine with him), assorted analgesics (bottled or unbottled), chewing gum in order to reflectively combat the physical agony of changes in air pressure, causing you head to apparently swell to several times its original size as your eardrums surge painfully outward until they begin to pop from your ear canals, address book with the phone numbers of the people you're supposed to call when you arrive at your destination and find that nobody's there to meet you, and your ticket stub to show to the idiot who waits down the aisle and accuses YOU of sitting in HIS seat, only to find that he has the seat NEXT to you instead (the mistake, and does he even bother to apologize? Well, yes, but it doesn't make YOU feel any better for having been embarrassed in public like that and you can just bet he'll be picking his nose in his sleep throughout the flight, staring over your disapproving cheek as pressing against your shoulder, but you can't waste time or else he'll want to talk to you and ask "So, where are you going?" or other idiotically obvious questions. 2 (2) pieces of crumpled baggage which may or may not be pretentiously labeled with the name of some designer or perfume designer who's under the delusion that he or she knows the first thing about what makes for intelligently designed luggage, and valuable in case of loss by somebody other than this airline who might be willing to give you two cents on the dollar for your so-called estimation of the value of your belongings, which is sure to be at least twice their actual value but who cares, we're an airline, we can afford it, isn't that what you're thinking, but the truth is we're as close to bankruptcy as any of the other major airlines that've gone bust in the past few years (ever since that splendid deregulation the government thought would be so lovely), and containing at least one (one) nice set just in case you go to a good restaurant or a show, but you probably won't, which is just as well since the suit doesn't fit comfortably well since you've turned back that 7 (seven) pounds you gained last year trying to work out, two (two) pairs of good shoes which you just know are going to add up going when you blisters when you find yourself wearing them 14 (fourteen) hours a day instead of just to (2) dinner or cocktails like you originally thought, one (one) (small) number 10 sweater which won't be enough when the temperature drops to the point where it's low, even though your hands assured you that all you'd need would be maybe one light jacket and, be SURE to bring plenty of shorts and bathing suits because it's supposed to be very warm at work, shows how much they know, doesn't it, and one (one) pair of headphones (don't expect your seat right, but of course we won't) you purchased when you got home and found they're not really headphones at all, they're just hollow plastic tubes that direct the sound towards your ears, so you didn't really need them in the first place, you could have just turned the volume up all the way and squirmed down in your seat and put your ear near the two little holes and listened to the whole movie for free, but no, you stole the cheap headphones and you'd better be discreet because the flight attendant knows perfectly well you didn't pay for these, since they're clearly marked with the name of a different airline that doesn't just have it in headphones for you to keep it "new" like the "take home" away from you and send them back to the other airline, on come on you're just being paranoid, even so maybe you'd better just forget the movie or the in-flight music (static) and thumb through the catalog of miniature airplanes and hundreds of dog-deer all with AERO-DORK printed on them, but as it turns out, there IS no catalog in the seat pocket in front of you, the only one is in the seat pocket of the seat NEXT to you, which means you run the risk of waking and/or irritating the guy who's sleeping on your shoulder, not really worth it, in it, but after all they HAVE asked you to close your window for the benefit of those who DO want to watch the movie, but what's the justice in that, after all it's your seat and you have a perfect right to look out the window if you want to, this IS NOT a movie theater, so you leave the window open anyway, not because you want to see what's outside but because it's your little way of getting back at the airline when unconsciously bumped you from a previous flight because they stupidly overbooked by 80 (eighty) people and then had to let 50 (fifty) of them get up and vacate their seats, gee, we're terribly sorry for the minor inconvenience, but we'll give you a free ticket anywhere we fly, but of course you could just sit safely and up being bumped from THAT flight, right, and on and on until you've got hundreds and hundreds (1000 + 1000) of free tickets and haven't been able to go on a single (1) flight without being bumped, anyway, that's an exaggeration but it COULD happen, especially the way this airline treats you, so why don't you just show them a thing or two and send them your frequent Mastercard card out in half and take the TRAIL, (I tell you, baby, because the train costs just as much and takes 10 times longer, that's why, and besides, like they're really going to care if one (1) of our passengers, takes the train instead, why fight it, just take the plane and once, maybe just this once, the plane will take off and land on time, instead of just sitting on the runway for an hour and a half (60m) while they decide if the plane is in good enough condition to take you, and you look out the window and can see the maintenance men standing around shaking their heads, uh-oh, this flight is doomed, but I feel too (2) silly getting off the plane in front of everybody else. God, why are they even DEPENDING about it if they're not sure, why are they going to take the chance, after all we're human beings in here, well, most of us are anyway except for that couple with the squalling infant, don't they know better than to bring a baby on an airplane, the baby will hug it and will run the risks for everybody else, why don't they just check the damn baby with the baggage, oh, wait a minute... baggage, that's right, you can bring up to 50 (50) items checked through and one (1) carry-on and that's it, and the airline will give you \$100 (one hundred) for every bag lost, but they'll take their own sweet time paying you that \$100 (one hundred) even going to begin to replace ANYTHING in the bag, I love these airlines and I love the bags and I love the contents and even if they get around to paying the peasant \$100 for their "lost" (oh! oh! oh! baggage they still make a major profit, I bet that's exactly what they do, don't-a-don't, I'm going to write a letter to the President of this airline and tell him exactly what I think of his racket, starts just what I'm going to do, I mean, what the hell, I've got this whole flight and I can give the letter right to the Flight Attendant to pass directly to the Airline President, but who am I kidding, they'll probably just read it to each other in the galley back there and laugh at me and then throw the letter out, I'm never going to write this letter, I might as well just plug in my illegal headphones and watch the movie).

Pia Priadms

Da Vinci's Mona Lisa, Venus de Milo. All women of classical beauty, shrouded in mystery, all wearing the same alias: Don't Touch. So it is with our Girls of the Mafia. Our photographer, Len Scap (whom we now refer to around the office as 'Three Fingers') learned the hard way that as sexy as these ladies are, they're dedicated to remaining chaste until the knot is tied. And judging from the way they look, they're chaste all over the place!

Luciana Banana

Lucky Luciano insists that there is no Mafia. We'd like to say, "We'll show you our evidence if you'll show us yours." As you can see, she obliged, and we must admit that her evidence is eye-popping. Even so, she does threaten to pull out a contract on us, what's a guy to do?



Francesca Alfredo

Hubba, hubba! This hot dish comes to us all the way from Sally, where she says she's involved in lambs in cooking. We're sure that's "family" with a capital "F." She loves horses for parts of them, anyway, parties and preparing gourmet cuisine. We promise to eat everything she puts in front of us, we'll even lick the plate clean.



Isabella Pepper

Spicy Isabella was born in Southern Italy and claims to be 100% American, but no matter how hard she tries to cover it up, her Naples keeps poking through. She loves water skiing, sailing, swimming, and Italian women. We're jealous; we wouldn't mind getting into some hot water ourselves with this Mouth-Melting Italian!



Sophia Carbonara

Society Sophia may be part of a rather large and important family, but the insiders that's just a poor, unpolished young woman...in the old. "But I'm misled by appearances. My parents are poor, my brothers are poor, the donor I poor, the maid I poor, the chauffeur is poor, the groundskeeper is poor, the bodyguards are poor...we're all very, very poor and uneducated." We

It is a good idea to have a good idea of what you are looking for. We are all very, very poor and unhappy and

SPYDATE DATA SHEET

[illegible]

Passionale Patti

Passionate Patti knows glamour from the inside-out. Part-time undercover agent, part-time bestselling entertainer, Patti has a job post on two of the three most glamorous jobs in the world according to a recent Tenet® Poll. (The only position of the top three that Patti can't lay claim to is "Software Designer.") Is it any wonder that we chose her as this leggy, brilliant, multi-talented agent to grace our cover model this month?



PLAYSPY'S PARTY PUNCHLINES

• "Surprise, surprise! That was just my finger, elch!"
• "Hired in Dutch. D-I-T-C-H."
• "Gee, sweet pays your ride the most into now."
• "Boy, if that cat spread you out we'll be up here all day!"
• "And friends I'm a little short on cash. Can I pay you the \$30 next payday?"
• "You stupied boreel! I said POSSE!"
• "Well, okay, but you have to let me sit with that sick!"
• "No, no, baby. If it were a full the case, nothin' will."

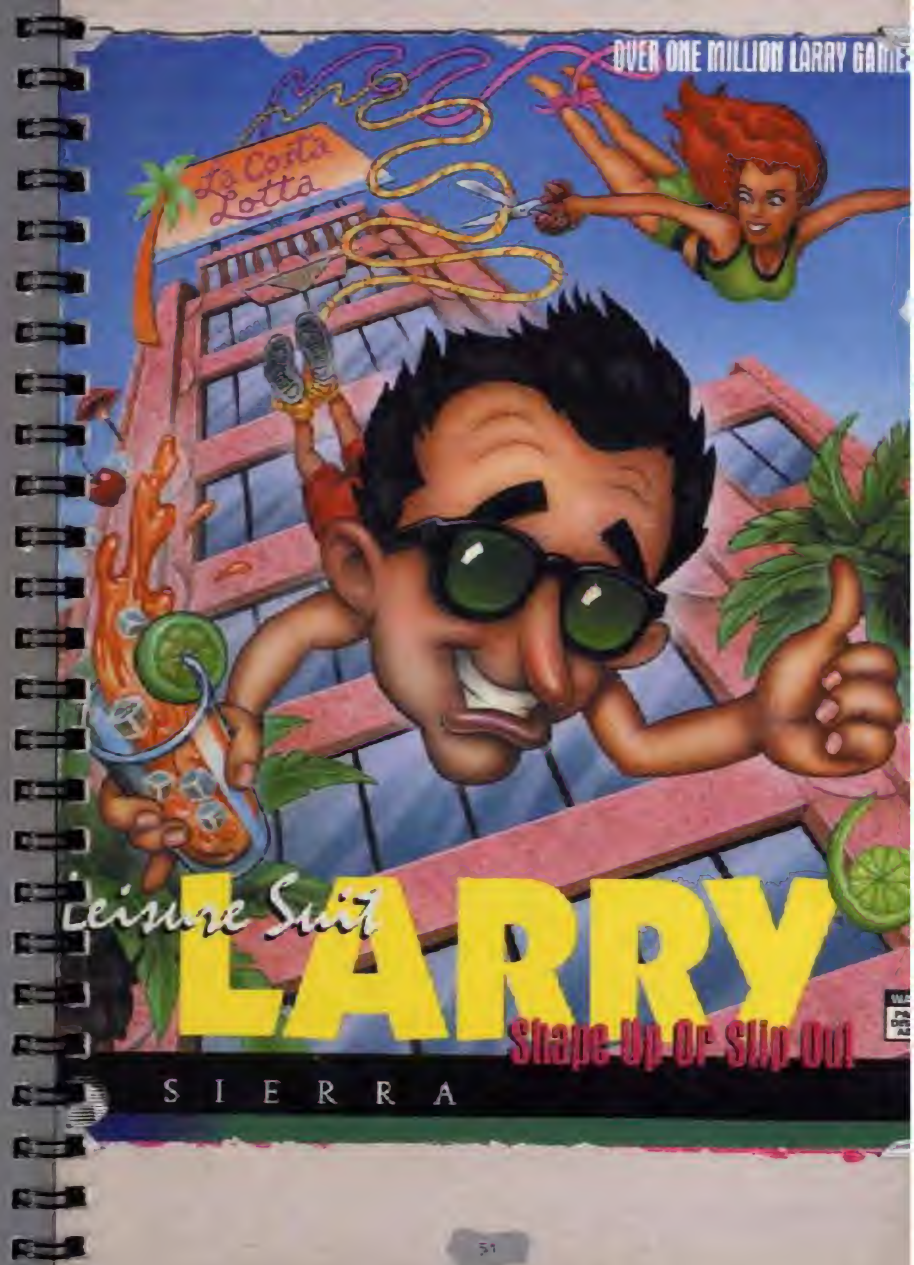
we found Part to be an mysterious as the is beautiful, as intricate, as it's vast, as conclusive as the is the responsibility, for words, as she says, is currently single — good news, men — but made several wild inferences to a man the called "Lucky," who clearly wasn't, or wasn't a great deal to be. (After writing, Part said there may be a little complication here!) The relationship is divided in complicated form in an episode with the widely like *Leaves Sat Lucy 4*. The "Morning Episode," but Part refused to tell us where we could find the complete story and related to all those stories we connected half-knowledge of anyone to be in any case, Part was certainly no flapper of the game. I see an old Part, who extends the label "Reverend" even though her sexuality pours forth like rain from a tap.

As a performer, Pitt is a multifaceted cross-genre lounge act, singing in the lounge, playing the piano, the jokes with the crowd. Having performed in clubs all across the northern hemisphere, Pitt has got used to travelling with the band as a tour with the owners of the bar act was particularly well-received with the owners of the business concerned in the South Sea islands, the fabulous nonstop resort, where the next tour began in a town of 300 people. Pitt and "Gemma" (now in the *Rolling Stone* and *Playboy*) played at a party in a hotel in the island of Tuvalu, a Pacific Islander was in a mood of the evening. Pitt and the band had packed the notes in the private lounge of the ship. Pitt noticed the notes in the private lounge of the ship. Pitt noticed, whom some agents will remember as the travelling connections with the KGB before being deflected by an unknown contact agent.

[illegible]

We value you. Period.

NOTES



...gner Al Lowe, computercom's
...of a language innuendo,
...researched the new
...legal tax deductions
...selecting a luxurious island
...as the setting for his newest
...st-selling game!

his game is rip-roaring
"larious!"
San Francisco Examiner

fell out of my chair
"lightning!"
Playboy magazine

Applause for Sierra, please.
Computer Game Review



...if he's utterly humiliated in front of millions of
...viewers...and finally get your 15 minutes of fame.



...chances!" into an ever-swinging relationship
...anachronism



...on an incredible variety of exotic temptations
...as long as it's local!

He's got more opening lines than Henny Youngman

He's as hopelessly persistent as Diogenes

He's struck out more times than the

He's Leisure Suit Larry, the winningest loser in computer game history... maybe in the history of the world (PC Entertainment calls him "one of the truly heroic figures of our time"). And he's back in Al Lowe's latest singles scene set-up, an epic saga of absurdity, ingenuity, and raw, unbridled rejection.

As a consolation prize for his humiliating performance on a TV dating show, Larry wins two weeks at the fabulous Lotta Spa (first prize one week!). Surrounded by pine smart, savvy, beautiful women, Larry surely meet Ms. Right. Right? WRONG!

Help Larry overcome all the odds and experience True Love. Save him from dozens of hilariously hopeless encounters. We don't care how you do it, but whatever you do, deliver this male!

SIX TIMES more running gags, atrocious puns, smart-aleck comebacks, hidden jokes than any previous Leisure Suit Larry game (at least according to Al Lowe's contract!).

MORE laughs-per-megabyte than any other computer game on earth. If you don't agree, we will give you a refund. Seriously!

100% non-politically correct humor!

SCREEN AFTER SCREEN of bizarre and uproarious animal action!

ABSOLUTELY no rotoscoped farm animals! We thought about it, though!

It's the "Best IBM PC game of 1993" (San Francisco Examiner). "It's a real blast to play" (Strategy Plus). It's prime Leisure Suit Larry, the most laughably loveless loser to ever grace the small Silver Screen.

WARNING: This game portrays adult themes in a completely non-explicit fashion which may offend those looking for the real R-rated stuff.

See backmatter for System Requirements.
©1994 SIERRA ON-LINE, INC.
® and ® designate trademarks of Sierra On-Line, Inc. All rights reserved.
20133101533015

Leisure Suit Larry 6: Shape Up or Slip Out!

In some ways, a return to the original. With Larry 6, I wanted to provide an area where the player could roam around and see almost anything within the first few minutes of play, and yet provide enough depth of play that the game would challenge most players. No long auto-pilot cartoons. No Passionate Patti to provide political correctness. No involved heavy plot.

Just more babes, more silly situations to humiliate Larry, and more babes. (Did I mention the babes?)

Be sure to check out the collection of audio files. Feel free to un-Zip them and use them where you wish: Windows sounds, in important documents, etc. Just don't sell them or make up your own weekly radio show.

—A.L.

New Icons



The hand with the red triangle beneath it indicates "Take" as opposed to "Use." When you click on a "Take" icon, you will see a "Warning!" when the "Take" icon is selected. You will see a "Warning!" when the "Take" icon is selected. You will see a "Warning!" when the "Take" icon is selected. You will see a "Warning!" when the "Take" icon is selected.



When you have too many objects to fit in the inventory window, you will see a zipper icon. When you click on a zipper icon, you will see a "Warning!" when the zipper icon is selected. You will see a "Warning!" when the zipper icon is selected. You will see a "Warning!" when the zipper icon is selected.

Always Visible Inventory Window



No more inventory hunt, no more repetitive inventory window everything you own is now out in full view at all times. Plus, all the items such as both the main game window and in the inventory window.

When you have too many objects to fit in the inventory window, you will see a zipper icon. When you click on a zipper icon, you will see a "Warning!" when the zipper icon is selected. You will see a "Warning!" when the zipper icon is selected. You will see a "Warning!" when the zipper icon is selected.

To add an object, select the "Take" icon and click it on the inventory window. You can now see the object you want to use. That object becomes your master. Click it in the main game window or even on other objects in the inventory window to combine or alter them.

Hot Dots

Every object now comes complete with a "Hot Dot" dot in the corner which glows in that corner's "hot spot." You may jump in if you should click the dot in the corner of the icon. Higher in the top of the dot in the corner of the icon. Higher in the top of the dot in the corner of the icon. Higher in the top of the dot in the corner of the icon.

Pull-Down Menus

In a game like this, the future is now. I've moved in long with the pull-down menus. I've moved in long with the pull-down menus. I've moved in long with the pull-down menus. I've moved in long with the pull-down menus. I've moved in long with the pull-down menus.

So, if you're from playing game pull-down menus in a game for the first time, you'll find it a little bit odd. I've moved in long with the pull-down menus. I've moved in long with the pull-down menus. I've moved in long with the pull-down menus. I've moved in long with the pull-down menus. I've moved in long with the pull-down menus.



Don't be afraid! I hope you're all having a great time. I hope you're all having a great time. I hope you're all having a great time. I hope you're all having a great time. I hope you're all having a great time.

- F1 Help
- F2 About (sampled sound and sound effects (see 01))
- F5 Save Game
- F7 Restore Game
- F9 Restart Game
- Ctrl-Q Quit
- Ctrl-C Control Panel

Leisure Suit Larry: America's Leading
Inefficiency Expert



"Supply-side
splitting humor. Is
this what we've
trickled down to?"
—World Famous Interview
Dr. Arthur B. Laffer
(aka rehearsal)



LOOK! In your office! It's a need, it's a plane, it's...

THE LAFFER UTILITIES

Computers.
They revolutionized your workplace.
They took away your paperwork.
They gave you the knowledge of the ages.
What will you do with all the time you've saved?
Waste it!...With The Laffer Utilities.

Look What America's Leading Non-Productivity Tool Can Do For You:

- Use the interactive, customizable JOKES Data Base (with built-in "Fiskometer" and "Lafferometer") to amuse and outrage your office amigos.
- Generate EXCUSES to get your hide off the hook once again.
- Whip out a steady tabloid HEADLINE about your boss, co-workers or Elvira!
- Always be ready with profound, inappropriate and/or stupid SAYINGS.

**** WARNING! THE FOLLOWING PROGRAMS MAY ACTUALLY BE USEFUL ****

- Fast SIGN'S quick and easy, choosing from hundreds of cartoons and borders.
- Print real or ridiculous office FORMS for fun and profit.
- Keep up on the corporate shuffle with a PHONE database for names, numbers, etc.
- Pretend you care by keeping track of your co-workers' BIRTHDAY.

Most importantly, The Laffer Utilities scientifically solves the only truly universal office dilemma: Where Do You Want to Go for Lunch?

But wait, there's more!

The Laffer Utilities also gives you such unbelievable programs as WHATTOGO, HORSCOPE, POOL BRACKET, WINDFALL, ANNOUNCE, SIGNUPS, and FAXCOVER.

Wonder what they are? Buy this box.

The Laffer Utilities supports PostScript, Hi-8 Laser, Epson, IBM Graphics, and all compatible printers.

Formerly a teacher and occasionally a jazz musician, Al Laffer is best known as the creator of Leisure Suit Larry, the most curious cult hero of the computer age. And you thought your resume looked okay.



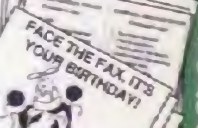
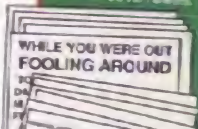
Based on "Laffer's" gift
"a million of more" in the
JOKES DATABASE



Manage "important" meetings
OF FIVE BETTING POOLS
during office hours.



Send out good vibes with
Laffer's Primary
FAX COVER sheets.



The Laffer Utilities

Cleverly titled to be a play on "The Norton Utilities," a famous disk utility program known to nearly every computer user on Planet Earth at the time, we outsmarted ourselves by failing to realize that nobody except us knew Leisure Suit Larry's last name was Laffer! Thus nobody caught the pun! Ha, ha, huh? The joke was on us.

Actually released about a year ahead of its time, TLU was passé before most people were even able to use it. It was

the first software that lets you "waste time when you should be working." Its slogan was: "Automates everything you do at the office that has nothing to do with work!" It includes clip art, a betting pool printer, a joke database (pre-loaded with 700 of my favorites!), an automatic sign maker that actually works well, and more. It even solves the most often asked question around the office: "Where do you want to go for lunch?"

—A.L.

The Laffer Utilities

"The most revolutionary
office program
ever created"
-- Kurkus Software
Reviewer

The Laffer Utilities™ for Windows™

Version 4.01

Executive Producer
Ken Williams

Director
Al Lowe

Producer
Carol Barrett

Designer
Al Lowe

Art Designer
Jay Friedmann

Special Thanks To
Stuart Moulder

Artists
Marc Hudgins, Nathan Larsen,
Barry Smith, Roger Hardy Jr.

Programmers
Gar Bergstedt, Todd Vining,
Glen Shipley,

Production Assistant
Mike Boydell

Horoscopes By "Josho"

Quality Assurance
Shauna Gonzales,
Melinda Saccareccia

Manual Writer
Josh Mandel

Manual Designer
Nathan Gans

Manual Illustrations
Marc Hudgins, Nathan Larsen,
Barry Smith, Roger Hardy Jr.

Congratulations on your purchase of *The Laffer Utilities!* TLU is designed to maximize office productivity and eliminate downtime. We recommend you purchase TLU for every computer in your office; once installed throughout a company, the effects will be immediately obvious. (Morale may even improve!)

TLU has been called "...an Office Manager's Dream" (PC Biweekly), "The most revolutionary office utility program ever created" (Kurkus Software Reviewer), and "a must-have for all offices...simply incredible, really terrific, and not in the least a time-wasting series of silly-ass programs to use with your computer while the boss isn't looking." (Lowe Publications)

Seriously, Now Getting Started: Quick Reference Section

Causes of War of 1812:

1. Britain seized U.S. ships trading with France.
2. Britain captured approx. 4000 naturalized US sailors by 1810.
3. Britain armed Indians who raided western border.

Original Names of Celebrities:

Alan Alda	Alphonso D'Abruzzo
Bea Arthur	Bernice Frankel
Pat Benetar	Patricia Andrejewski
Cher	Cherilyn Sarkisian
Tony Randall	Leonard Rosenberg



Population of Tanzania:
21,202,000 (1984 est.)

Seating Capacity of Wrigley Field:
37,272

Top-Selling Videocassette for the week ending 9/21/85:
Jane Fonda's Workout

Second-Place Winner of Kentucky Derby in 1926:
Bagenbaggage (time: 2:03.4)

Author of ANNE OF GREEN GABLES:
Lucy Maud Montgomery (1874-1942)

Date the U.S. Mint was Created by Congress:
April 2, 1792

How to Remove Fresh Blood Stains:
Wash article in cold water and a mild soap or detergent. Hand soap or dishwashing liquid is fine. Never wash blood stains with warm or hot water. If stains have set, dab with hydrogen peroxide until the stain disappears.

Fuel economy of the Alfa Romeo Spider:
21 city, 28 highway

Insignia on a Navy Fleet Admiral:
1 2-inch stripe with 4 one-half-inch stripes

Principal Manufactured Goods of Rhode Island:
Costume jewelry, machinery, textiles, electronics, silverware

Miscellaneous Larry: Larry's Big Score

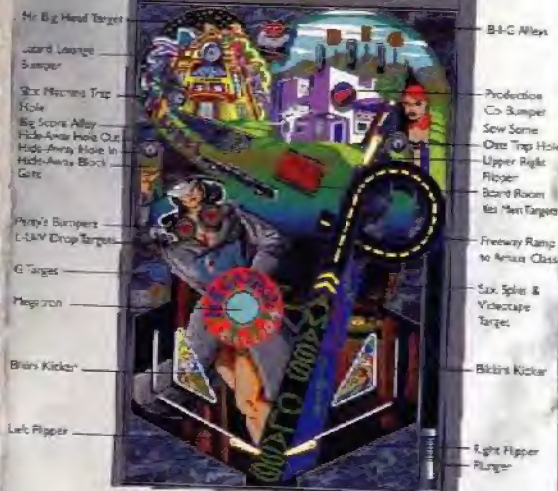
We published *Take a Break: Pinball for Windows* in 1993 and included several machines featuring characters from popular Sierra games. This is one of them.

Of special interest to you collectors: we misspelled Patti. But it's still fun to play when you should be working!

—A.L.

Larry's Big Score

To learn the Larry's Big Score Super Jackpot, you must Make it With Passionate Patti. This will require you to Get Big and Strong, Knock Out the Mafia, Amass Oats, Sow Some Oats, Light Patti's Fire and Travel to An Intimate Hide-away.



Get Big and Strong. Place a ball in the E-G lanes. Now hit all six Secret Room for Men Targets. This scores 3,000,000 points.
Knock Out the Mafia. Hit the Mr. Big Head Target four times while it's lit. This scores 1,000,000 points and adds 1,000,000 points to the Super Jackpot.
Amass Oats. Shoot the ball up the Freeway Ramp five times to Amass Oats. This scores 1,000,000 points and adds 1,000,000 points to the Super Jackpot.
Sow Some Oats. Put a ball in the Sow Some Oats Trap Hole. Now place a ball in the Six Machine

Trap Hole. Now you have to accumulate enough money to impress the Blinks. If you score, you earn 1,000,000 points, and that's only the beginning **MULTIBALL!!!**
Light Patti's Fire. Hit the L-L-M Drop Targets. Now hit the Sax, Spies and Videotape Targets. Now, Patti's bumpster will be up. Purchase you should bump them a few times. Now also hit 10 times. This scores 2,000,000 points and adds 1,000,000 points to the Super Jackpot.
Travel to Intimate Hide-Away. Shoot a ball in the Hide-Away Hole! Another one bites the dust. Larry's Big Score. You did it.

GAME CONTROL

Plunger: To shoot a ball into play, position cursor over plunger and use space bar or mouse button until you wish to release plunger. Or, hold down left mouse button until you wish to shoot the ball.

Firepower Shift: The left and right shift keys are controlled by the left and right plunger keys or the left and right mouse buttons.

Grunching: Ctrl + Shift. Grunching towards the left or right is controlled by the left and right Ctrl + Shift keys.

CONTROL PANEL MENU

New: Ctrl + N. Start a new game.

Rescore: F3. Rescore to last game score.

Save: F2. Save current game.

Quarter: F5. Add players.

Coin Return: F6. Get your money back.

Start Game: F7. Begin play.

Help: Ctrl + H. Minimize.

Exit Alt + F4. Ends game, and gives you the opportunity to save present game.

Options: Music: Ctrl + M. Toggle music on or off.

Ball Speed: Adjusts the speed of ball.

Extra Ball: Ctrl + E. Introduces another ball into play. A top 10 score is not possible if an extra ball is introduced into play.

Game Selection: Minimize Pinball to a variety of different games.

Help: Help F1. Advice or dinner party planning and various aspects of Pinball.

Contents: Table of contents for Help.

Game Rules: Provides specific information about each playfield, how to score high points and what score combinations are required to achieve bonus points or extra balls.

How to use help: Help for those who are new to Help.

About Pinball: Copyright information and credits.

Leisure Suit Larry's Casino

Crazy Nick was looking for software bargains to foist off, er, that is, "offer to" the public. Following hot on the heels of the successful "Ms. Astro Chicken Collection" from *Space Quest*, Nick convinced some unsuspecting programmer to slap

together all the gambling games I had written for the Larry series and cram them into one disk for less than ten bucks retail.

It was a perfect Mother's Day gift.
—A.L.



Softporn Adventure

Softporn was written in 1981 (the Paleolithic period of computing) for the Apple II computer and is, to this date, the only game Sierra has ever published that has absolutely NO graphics. When *Time* Magazine published its first column on computers, the photo it ran was the cover of *Softporn*. When there were only 100,000 Apple II computers in the world, Sierra had sold 25,000 copies of *Softporn*. It was, to say the least, a phe-

nomenclature in the early days of microcomputers.

But, the state of the art then was much different from the state of the art today. It was a "simpler" time (i.e., you have to work lots harder because the computer doesn't!). So, don't expect much in the way of forgiveness or user friendliness here.

A. I.

SOFTPORN ADVENTURE

THE ADVENTURE

- over 45K of actual program memory
- plus another 43K of text (stored on disk)

-a CASINO complete with a slot machine, and a blackjack table.

- the ability to SAVE a GAME in progress

—WOMEN? EROTICAL DERELICTS
BOOTE! and MUCH MORE!!

Q-N-LINE SYSTEMS

1987: Under Bush Road
Cambridge MA 02138
Tel: 617-452-1111

SOFTPORN ADVENTURE
FOR ADULTS ONLY!

For Charles Brown



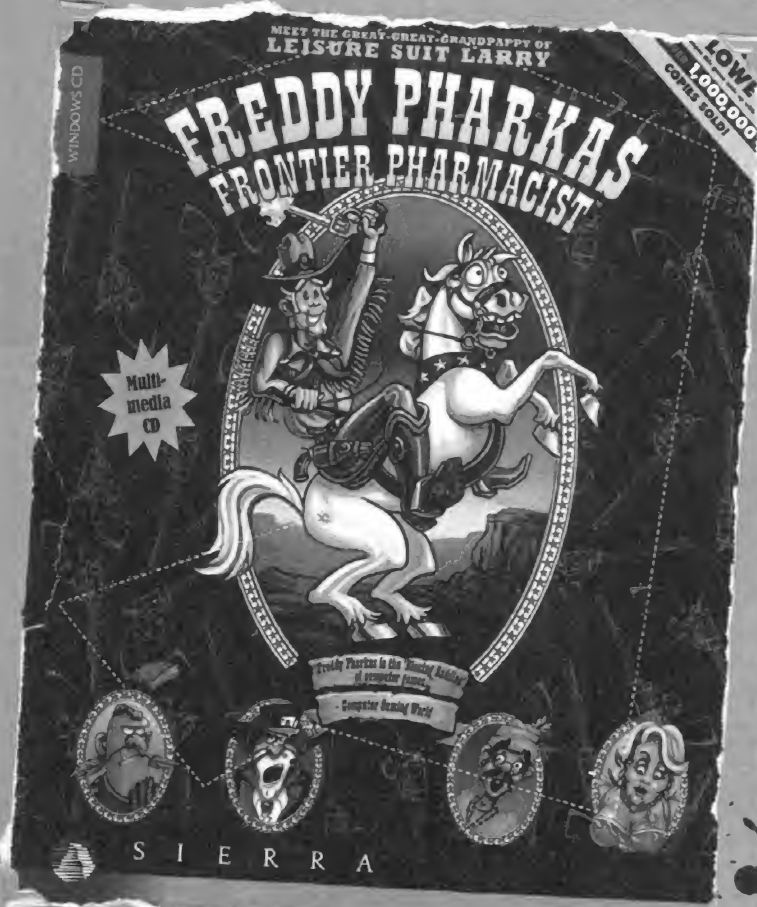
NOTE: This game is for 2 players. It is not suggested for children 12 years of age and younger. It is intended solely for entertainment purposes. Some of the players are intended or implied by the manufacturer.

Freddy Pharkas, Frontier Pharmacist

We've included a demo game of *Freddy Pharkas, Frontier Pharmacist* for you to play and enjoy. It's now available on CD. If you like it, I hope you'll buy the game. I think it's one of the funniest games ever but unless it sells lots and

lots of copies, Sierra won't let me do the sequel (which is even funnier!). Seriously, load this up and see just how great games can be when you hear the voices of professional actors!

—A.L.



From the desk of Larry Laffer

Credits:

Producers & CD Programmers.....Scott Murphy
Greg Tomko-Pavia
 System ProgrammersPeter Sarrett
Willie Eide
Ken Koch
 Freddy Pharkas, Demo Programmer..William Shockley
 AVI Conversions.....Bill Crow
Rob Koepfel
 Al Lowe VideoTri-Film Productions
 Freddy Pharkas Video.....Tri-Film Productions
 Quality Assurance Team LeaderJohn Trauger
 Quality AssuranceCindy Vanous
Beth Quintana
Sharon Simmons
 Game Icons.....Richard Powell
 DocumentationFull Circle Communications
Lori Lucia
Brad Bethune
Dan Rogers
Al Lowe

Write to Sierra Services

To ensure prompt & efficient service, direct your requests to the appropriate department:

Customer Service

In the US:
 Sierra On-Line
 Customer Support
 P.O. Box 3404
 Salinas, CA 93912
 (800) 743-7725 (800-SIERRA5)
 Fax (408) 644-2018

Technical Support

Sierra On-Line Technical Support
 P.O. Box 85006
 Bellevue, WA 98015-8506
 Monday through Friday
 8:15 a.m. - 4:45 p.m. PST
 (206) 644-4343
 Fax (206) 644-7697
 Autotech (206) 746-8100

Direct Telesales:

Sierra On-Line
 Direct Sales
 P.O. Box 3404
 Salinas, CA 93912
 (800) 757-7707
 Fax (408) 644-2018

Technical Support & Customer Service

(Or, There is No Substitute for Strong Support)

U.S. Customer Service

Direct any inquiries to the Customer Service Department for issues pertaining to returned or defective merchandise, back orders, company policy, and general game information. Call (800) 743-7725 (800-SIERRA5).

U.S. Technical Support

Direct your inquiries to the Technical Support department if your question is about hardware and software compatibility specific to Sierra games (i.e. sound card configuration and memory management). Technical assistance is only a phone call away. Dial (206) 644-4343. For our 24-hour automated Tech Support, call (206) 746-8100. If you prefer, you may request assistance by facsimile; the U.S. fax number is (206) 644-7697.

Hint Number

1-900-370-5583

75¢ per minute

If under 18, must have parents permission

For On-Line Support & Hints

Access Sierra's BBS through CompuServe by typing
GO SIERRA.

Access the Sierra Forum on America Online with
keyword: SIERRA

European Technical Support & Customer Service

Customer Support U.K.

Sierra On-Line

4 Brewery Court

The Old Brewery

Theale, Redding, Berkshire

RG7 5AJ United Kingdom

For telephone or fax inquiries, call:

44-734-303171

44-734-303201 (fax)

44-734-304004 (old game hints)

44-891-660660 (new game hints)

The Sierra No-Risk Guarantee

The Promise: We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you're unhappy with the product, return it within 30 days for an exchange or a full refund ... EVEN IF YOU BOUGHT IT RETAIL. (Hardware ordered direct must be returned within ten days.)

The only catch: You've got to tell us why you don't like the game. Otherwise, we'll never get better. Send it back to us and we promise we'll make it right. (If you bought it at a retail outlet, please send your original sales receipt.)

If you find that you need to send for a replacement compact disk, send the original disk to:

U.S.

Sierra On-Line

Attn: Returns

P.O. Box 485

Coarsegold, CA 93614-0485

Customer Service/

Technical Support France

Coktel Vision

Parc Tertiaire de Meudon

Immeuble "Le Newton"

25 rue Jeanne Braconnier

92366 Meudon La Forêt Cedex

France

For telephone or fax inquiries, call:

33-1-46-01-4650

33-1-46-31-7172 (fax)

33-1-36-68-4650 (hint line)

Europe

Sierra On-Line Limited

Attention: Returns

4 Brewery Court

The Old Brewery

Theale, Redding, Berkshire

RG7 5AJ United Kingdom



From the desk of Larry Laffer

Al Lowe is widely acclaimed for singlehandedly corrupting the computer industry. With his "Leisure Suit Larry" games, Al created the 'adults only' category of computer games.

In the process, he also created a lot of controversy. The State of California introduced a "Leisure Suit Larry" bill, which would have prohibited adult themes in any computer game. Fortunately, legislation died in committee, thanks to the diligence of the software industry (and possibly the legislature's strong demand for a sequel!)

Ask Al to comment on the furor he's created and he'll give you a quick smile and a hearty "Thank you!" before conveniently forgetting the question. It's not the response you'd expect from a former school teacher.

So what was Al's motivation to design "Leisure Suit Larry?" Simple. "I just want to make people laugh."

In truth, Al Lowe can't understand what all the fuss is about. He doesn't think Larry is all that risqué. "Larry is just a ladies-man wannabe." He's equal parts Don Juan and Don Knotts. The result? Larry is every girl's blind date nightmare!

Al stresses that he "just wants to be funny." What if the humor does occasionally come across as "a bit off-color" or "just a little dirty"? Al shrugs, explaining "the world can be a dirty place." Evidently, the world can also appreciate a little dirt, as the Larry games are sold on several continents in several languages and have been featured in such widespread media as Entertainment Tonight, Rolling Stone, The New York Times, The Wall Street Journal, Playboy, Penthouse, The London Financial Times, and more.

All this from a man with a Master's Degree in Education who taught music for fifteen years. He still plays music professionally, although he finds Larry consumes more and more of his attention.

Larry is currently in its fifth installment, which with his typical zany humor, Al has named *Leisure Suit Larry 5: Shape Up or Slip Out!* The Larry games are one of the best selling computer game series of all time.

Sierra is proud of its contribution to improving the morals of America's youth, not by hiring Al to design computer games, but by keeping him out of public schools.



Be sure to include a note stating your computer type. We will gladly replace your program free of charge during the first 90 days of ownership. (Please enclose a copy of your dated sales receipt with your request.) After 90 days there is a \$10.00 (£6.00) charge for replacement compact disk.